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Tera dungeon guide

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Unlock New Dungeons in [The Dream]! In the [The Dream], explore an updated selection of dungeons for easier access to top guides. You can expand the side menu to view more options if needed. Most dungeons have both (Normal) and (Hard) modes explained on one page. **Birchback Key Mechanics:** During the run, a random party member will receive a banana on their head, prompting them to rush near the tree ASAP. There are two ways to detect when the banana drops: 1. The debuff timer runs out, and the banana is placed. 2. A yellow banana icon appears above the player's head. **I'll Kill All of You!!** The boss jumps immediately with this message. It's unblockable, so iframe just before he lands to avoid damage loss or possible death. When he lands, he will push you away, making it essential to quickly enter the blue AoE. **Who'll be my next toy?! [Name]... You're next!!** The boss targets a random player. REMEMBER THE BANANA EARLIER?! The targeted player must lure him onto the banana near the tree to make him slip and crash into the tree, stunning everyone. If the banana is close to the tree and not at an awkward angle, he will slip away from the tree. **Basic Attacks:** * Slap: A single slap. * Roll: A multi-hit roll attack that seems like only 2 hits (most of the time). * 2-Hit Combo: A quick shout followed by swipes and stamps. * Backslide: If he appears to do push-ups, he will slide backwards. **Special Attacks:** * Multi-combo: A 4-hit fisting followed by a slam and then a jump. Slam is blockable and iframeable, but receiving damage inflicts a movement speed debuff that can be cleansed. This section highlights potential pitfalls for Tanks to watch out for during the encounter with Stunning Slam. It's crucial to master the timing to iframe this attack effectively. In Normal Mode, it's essential to maintain a safe distance from party members while in Hard Mode, there will be a designated safe zone under the boss after three hits, making it easier for Tanks to position themselves. The Random Target Bombing attack targets random party members with an AoE attack. In Normal Mode, it's best to stay away from other party members, whereas in Hard Mode, a blue safe zone will appear after the third hit, allowing Tanks and others to reposition behind the boss without excuses. The Tri-Bomb AoE attack involves three explosions before the safe zone is revealed. Similar to Lakan, iframes can be used to avoid this attack, but it's crucial to maintain distance as attacks or movement can push you out of the iframe. There are three possible patterns for ranged DPS or healers to consider in case they're too far. The second boss, Lenim, features key mechanics with shields and crystal pillars. In Normal Mode, only red or blue shields will appear, while in Hard Mode, when the boss's HP falls below 50%, there will be red, blue, or white shields. Some party members will have an ore floating above their head, signifying a debuff timer that indicates when they'll place a crystal. This is crucial for survival. Tanks should position themselves around the edge of the yellow circle on the map to avoid being too close to the center, which can be lethal. The ideal position is at the set #1, where crystals are clearly visible and not too close or far apart, making it easier to avoid lasers. traveling long distances makes it tough to dodge lasers safely. The worst part is when classes with limited mobility get hit hardest, especially in Set #3. If the crystal's placed too close to where the lasers come out, it's hard to tell if they'll switch immediately or not. You'll see a message saying "Eliminate all intruders" on the screen. in the middle of the map, there's a structure that shoots out lasers from both ends, indicated by blue crystals pointing out from it. the lasers will rotate either clockwise or counterclockwise depending on how many mechanics are activated. you can read more about this in the Take Note section, especially if you're playing as a tank. whenever a laser passes through the crystal, its color will change. to survive this mechanic, you need to match the shield color with the laser color. same colors mean you're safe, different colors mean you're dead. Below 50%, the laser color switch order is Red > Blue > White > Red > ... when it passes the crystal. the boss's basic attacks include Front slam, Back Stomp, Rock Smash, Double Fisting, and Side Swipe. his special attacks are Stunning Combo, Buckshot, Rock Throw, Leap, and Red Rock. AoE can appear under any party member, but get in before its indicator fills up completely, especially on Hard mode where it might disappear. Blue Rock - The boss pulls out a rock without damaging anything and when he drops it, AoE spreads from him. In Hard mode, the rock also reverses AoE direction towards him. Key Mechanics - Vaccinate Goblins: The dungeon's key note are red/blue vaccine colors, purple puddles, and goblin mobs. If goblins step on purple puddles, they self-destruct after running at a player. - Contamination: You get debuffed by an orb above your head or a message saying you'll be given cancer. To avoid extra damage, take the corresponding AoE that matches the color of the debuff. - Screech: Gather around when red AoE appears under a random target to share damage. - Infection bomb: A red AoE is placed on a player and after explosion, the debuff transfers to another player. - Safe Pathway: Create a bridge for goblins towards a vaccine based on system messages telling you which color to lead them to. Goblin mobs dont take detours, they stick to straight paths. Get moving, or you'll be stuck in a tight spot! Goblin speed boosts are a problem when your party splits up, and the only way to stop it is by using Plague of Exhaustion or Regression on the goblin mob. Goblins have several attacks: * Basic slash: a straightforward attack * Front smash & back kick: a combo that pushes you back * Energy pulse: two hits that can be blocked * Double flail swing: swings twice, with the second hit potentially causing bleed * Large swing: an AoE attack that's a threat to ranged DPS and healers * Double AoE: initiates a donut-shaped AoE, followed by a circle AoE; iframe out of it if timed correctly Special attacks: * Random target flail: throws the flail at a random target * Puddle flail: leaves a purple virus puddle when it hits anything; avoid with iframes * Dotted lines: depending on the boss's test tube colors, this attack will be different (blue is between, red is reversed); in Hard Mode, it might do both patterns consecutively Text messages will be sent to the Toolbox chat channel only, but TTS notices will still be played. If the stream mode is enabled (param stream), all text notifications will go to the Toolbox chat channel exclusively, while voice notifications will be played instead. To turn off or on TTS notifications, use the guide voice command. When you enter the guide gui command, the module GUI appears, allowing you to adjust basic settings. The development of Tera-Guide has been a collaborative effort: Kasea wrote the original code; michengs authored base codes for most guides and the core module; ZC provided coordinates for rendering attack mechanics; and many others contributed translations in various languages.